Amendments to the Claims:

This listing of claims will replace all prior versions, and listings, of claims in the

application:

Listing of Claims:

1.   (Currently Amended) A gaming machine with which a combination-making

game is performed, the combination-making game using a matrix which

comprises five rows and five columns so as to contain a plurality of cells, wherein

a symbol is allocated to each cell, and ~~such that~~ a cell becomes effective when a

symbol corresponding to the cell is selected randomly by a lottery, and a

predetermined benefit is provided to a player ~~in accordance with~~based on a

pattern of cells being effective after a predetermined number of lotteries, the

gaming machine comprising:

        a symbol allocation means for allocating a symbol to each cell of the

matrix, the symbol being selected from a deck of playing cards;

        an outer peripheral cell shift means for shifting each allocated symbol of a

peripheral group of cells of the matrix from an original cell position to an adjacent

cell position such that a loop of allocated symbols are shifted along the peripheral

group of cells; and

        a disbursement value determination means for determining an amount of

disbursement or a multiple ~~number~~ of a ~~bet~~ number of bets made by the player

for disbursement depending on a predetermined rank of a combination of the

combination-making game, if all cells ~~with allocated symbols~~ along a line ~~so as to~~

~~make a winning combination in a poker game~~ become effective after a

predetermined number of lotteries ~~are made with the matrix having~~and the

symbols allocated to the respective cells ~~thereof by said symbol allocation means~~

along the line make a winning combination in a poker game.

2.   (Currently Amended) The gaming machine according to Claim 1, further

comprising:

an inner peripheral cell shift means for shifting each <u>allocated</u> symbol of

an inner group of cells of the matrix from an inner original cell position to an inner

adjacent cell position such that an inner loop of <u>allocated</u> symbols are shifted

along the inner group of cells.

3.   (Currently Amended) A gaming machine with which a combination-making

game is performed, the combination-making game using a matrix which

comprises a plurality of rows and a same number of columns so as to contain a

plurality of cells, wherein a symbol is allocated to each cell<u>, and</u> ~~such that~~ a cell

becomes effective when a symbol corresponding to the cell is selected randomly

by a lottery, and a predetermined benefit is provided to a player ~~in accordance~~

~~with~~<u>based on</u> a pattern of cells being effective after a predetermined number of

lotteries, the gaming machine comprising:

a symbol allocation means for allocating a symbol to each cell of the

matrix, the symbol being selected from a set of mahjong tiles;

an outer peripheral cell shift means for shifting each <u>allocated</u> symbol of a

peripheral group of cells of the matrix from an original cell position to an adjacent

cell position such that a loop of <u>allocated</u> symbols are shifted along the peripheral

group of cells; and

a disbursement value determination means for determining amount of

disbursement or a multiple ~~number~~ of a ~~bet~~ number of bets made by the player

for disbursement depending on a predetermined rank of a combination of the

combination-making game<u>,</u> if all cells ~~with allocated symbols~~ along a line ~~so as to~~

~~make a winning combination~~ become effective after a predetermined number of

lotteries ~~are made with the matrix having~~<u>and the</u> symbols allocated to the

respective cells ~~thereof by said symbol allocation means~~<u>along the line make a</u>

<u>winning combination in a poker game</u>.

4.   (Currently Amended) The gaming machine according to Claim 3,<u> further</u>

comprising:

an inner peripheral cell shift means for shifting each <u>allocated</u> symbol of

an inner group of cells of the matrix from an inner original cell position to an inner

adjacent cell position such that an inner loop of <u>allocated</u> symbols are shifted

along the inner group of cells.

5.   (Currently Amended) The gaming machine according to Claim 1, wherein

said symbol allocation means allocates the symbols to the cells of the matrix

such that at least one winning combination of symbols <u>will be</u> ~~are set~~ in at least

one line <u>of cells</u> after <u>a</u> ~~the cell~~ shift <u>of allocated symbols along the peripheral</u>

<u>group of cells,</u> so that the predetermined benefit ~~exceeding a predetermined~~

~~standard is~~ provided to the player <u>will exceed a predetermined standard</u>.

6.   (Currently Amended) The gaming machine according to Claim 2, wherein

said symbol allocation means allocates the symbols to the cells of the matrix

such that at least one winning combination of symbols <u>will be</u> ~~are set~~ in at least

one line <u>of cells</u> after <u>a</u> ~~the cell~~ shift <u>of allocated symbols along at least one of the</u>

<u>peripheral group of cells and the inner group of cells,</u> so that the predetermined

benefit ~~exceeding a predetermined standard is~~ provided to the player <u>will exceed</u>

<u>a predetermined standard</u>.

7.   (Currently Amended) The gaming machine according to Claim 3, wherein

said symbol allocation means allocates the symbols to the cells of the matrix

such that at least one winning combination of symbols <u>will be</u> ~~are set~~ in at least

one line <u>of cells</u> after <u>a</u> ~~the cell~~ shift <u>of allocated symbols along the peripheral</u>

<u>group of cells,</u> so that the predetermined benefit ~~exceeding a predetermined~~

~~standard is~~ provided to the player <u>will exceed a predetermined standard</u>.

8.   (Currently Amended) The gaming machine according to Claim 4, wherein

said symbol allocation means allocates the symbols to the cells of the matrix

such that at least one winning combination of symbols <u>will be</u> ~~are set~~ in at least

one line <u>of cells</u> after <u>a</u> ~~the cell~~ shift <u>of allocated symbols along at least one of the</u>

<u>peripheral group of cells and the inner group of cells,</u> so that the predetermined

benefit ~~exceeding a predetermined standard is~~ provided to the player <u>will exceed</u>

<u>a predetermined standard</u>.

9.   (Currently Amended) The gaming machine according to Claim 1,<u> further</u>

comprising:

a valid line determination means for determining a number ~~of lines~~ and

locations ~~thereof~~ <u>of lines of cells</u>, ~~wherein~~ <u>with respect to which</u> ~~the~~ disbursement

of game media may be carried out ~~when~~ <u>if</u> all cells aligned therein become

effective.

10.   (Currently Amended) The gaming machine according to Claim 2, <u>further</u>

comprising:

a valid line determination means for determining a number ~~of lines~~ and

locations ~~thereof~~<u>of lines of cells</u>, ~~wherein~~ <u>with respect to which</u> ~~the~~ disbursement

of game media may be carried out ~~when~~ <u>if</u> all cells aligned therein become

effective.

11.   (Currently Amended) The gaming machine according to Claim 3, <u>further</u>

comprising:

a valid line determination means for determining a number ~~of lines~~ and

locations ~~thereof~~ <u>of lines of cells</u>, ~~wherein~~ <u>with respect to which</u> ~~the~~ disbursement

of game media may be carried out ~~when~~ <u>if</u> all cells aligned therein become

effective.

12.   (Currently Amended) The gaming machine according to Claim 4, <u>further</u>

comprising:

a valid line determination means for determining a number ~~of lines~~ and

locations ~~thereof~~ <u>of lines of cells</u>, <u>with respect to which</u>~~wherein the~~ disbursement

of game media may be carried out ~~when~~ <u>if</u> all cells aligned therein become

effective.

13.   (Currently Amended) The gaming machine according to Claim 1, <u>further</u> comprising:

a prior cell effective means for making at least one of the cells of the matrix ~~in accordance with~~ <u>effective based on</u> an effective <u>cell</u> lottery.

14.   (Currently Amended) The gaming machine according to Claim 2, comprising:

a prior cell effective means for making at least one of the cells of the matrix ~~in accordance with~~ <u>effective based on</u> an effective <u>cell</u> lottery.

15.   (Currently Amended) The gaming machine according to Claim 3, comprising:

a prior cell effective means for making at least one of the cells of the matrix ~~in accordance with~~<u>effective based on</u> an effective <u>cell</u> lottery.

16.   (Currently Amended) The gaming machine according to Claim 4, comprising:

a prior cell effective means for making at least one of the cells of the matrix <u>effective based on</u>~~in accordance with~~ an effective<u>cell</u> lottery.

17.   (Currently Amended) A gaming machine ~~with which~~ <u>adapted to perform</u> a combination-making game ~~is performed~~, the combination-making game using a <u>square</u> matrix which ~~comprises a row with a row cell number of at least two and a column with a column cell number of at least two, wherein the row cell number equals the column cell number so as to constitute the matrix containing~~ <u>contains</u> a plurality of cells, ~~each of which has an allocated symbol such that each corresponding cell becomes effective if the allocated symbol to the corresponding cell is selected by a main lottery, the gaming machine being characterized to provide a benefit to a player depending on a pattern of cells being effective after a predetermined number of main lotteries,~~ the gaming machine comprising:

a symbol allocation ~~means~~ unit for allocating ~~a symbol~~ one of a plurality of predetermined symbols to each cell ~~of the matrix~~, wherein a combination of the predetermined symbols makes a winning combination;

a cell shift ~~means~~ unit for shifting each symbol allocated to a cell within a peripheral group of cells ~~symbol of a group of cells of the matrix~~ from an original cell position to an adjacent cell position, in response to operation of a switch ~~so as to rearrange the symbols such that at least one winning combination in at least one line of the matrix is arranged~~;

a lottery selection unit for selecting a symbol by a lottery after shifting the symbols;

a collation unit for collating the selected symbol with the allocated symbols, and for making a cell effective if the symbol allocated to that cell matches the selected symbol; and

a disbursement ~~value determination means~~ unit for making a disbursement, if the cells along a line are made effective, and the symbols allocated to the effective cells along the line make a winning combination ~~determining amount of disbursement or a multiple number of a bet number of bets made by the player for disbursement depending on a predetermined rank of the combination of the combination-making game if all cells with allocated symbols along a line so as to make the winning combination become effective after the predetermined number of lotteries~~.

18.   (Currently Amended) The gaming machine according to Claim 17, wherein said cell shift ~~means~~ unit comprises a loop shifting means for shifting each symbol within the peripheral group of cells so as to be allocated to an adjacent cell such that ~~a symbol shift chain makes~~ the shifted symbols form a loop.

19.   (Currently Amended) ~~A~~ An article of manufacture comprising a program stored on medium for use ~~used~~ in a gaming machine ~~with which~~ to perform a combination-making game ~~is performed~~, the combination-making game using a square matrix which ~~comprises a row with a row cell number of at least two and a~~

~~column with a column cell number of at least two, wherein the row cell number~~

~~equals the column cell number so as to constitute the matrix containing~~ contains

a plurality of cells~~, each of which has an allocated symbol such that each~~

~~corresponding cell becomes effective if the allocated symbol to the~~

~~corresponding cell is selected by a main lottery, the gaming machine being~~

~~characterized to provide a benefit to a player depending on a pattern of cells~~

~~being effective after a predetermined number of main lotteries~~, wherein execution

of the program by the gaming machine causes the gaming machine

to~~comprising~~:

        a ~~symbol allocation means for allocating~~allocate a symbol of a plurality of

predetermined symbols to each cell ~~of the matrix~~, wherein a combination of the

predetermined symbols makes a winning combination;

        a ~~cell shift means for shifting~~shift each symbol allocated to a cell belonging

to a peripheral group of cells~~symbol of a group of cells of the matrix~~ from an

original cell position to an adjacent cell position ~~-~~, in response to a user input~~so as~~

~~to rearrange the symbols such that at least one winning combination in at least~~

~~one line of the matrix is arranged~~;

        select a symbol by a lottery after the shift of the symbols;

        collate the selected symbol with the allocated symbols, and make a cell

effective if the symbol allocated to that cell matches the selected symbol; and

        ~~a disbursement value determination means for~~ make a disbursement, if

the cells along a line are made effective, and the symbols allocated to the

effective cells along the line make a winning combination~~determining amount of~~

~~disbursement or a multiple number of a bet number of bets made by the player~~

~~for disbursement depending on a predetermined rank of the combination of the~~

~~combination-making game if all cells with allocated symbols along a line so as to~~

~~make the winning combination become effective after the predetermined number~~

~~of lotteries~~.

20.   (Currently Amended) A server, connectable via a communication line to

gaming machines, ~~with each of which~~ adapted to perform a combination-making

game ~~is performed~~, the combination-making game using a <u>square</u> matrix which ~~comprises a row with a row cell number of at least two and a column with a column cell number of at least two, wherein the row cell number equals the column cell number so as to constitute the matrix containing~~<u>contains</u> a plurality of cells~~, each of which has an allocated symbol such that each corresponding cell becomes effective if the allocated symbol to the corresponding cell is selected by a main lottery, each gaming machine being characterized to provide a benefit to a player depending on a pattern of cells being effective after a predetermined number of main lotteries~~, the server comprising:

a symbol allocation ~~means~~<u>unit</u> for allocating a symbol <u>of a plurality of predetermined symbols</u> to each cell <u>, wherein a combination of the symbols makes a winning combination</u>~~of the matrix~~;

a cell shift ~~means~~<u>unit</u> for shifting each <u>symbol allocated to a cell belonging to a peripheral group of cells</u>~~symbol of a group of cells of the matrix~~ from an original cell position to an adjacent cell position<u>, in response to operation of a switch</u>~~so as to rearrange the symbols such that at least one winning combination in at least one line of the matrix is arranged~~;

<u>a lottery selection unit for selecting a symbol by a lottery after the shifting;</u>

<u>a collation unit for collating the selected symbol with the allocated symbols, and for making a cell effective if the symbol allocated to that cell matches the selected symbol;</u> and

a disbursement ~~value determination means~~<u>unit</u> for <u>making a disbursement if the cells along a line are made effective, and the symbols allocated to the effective cells along the line make a winning combination</u>~~determining amount of disbursement or a multiple number of a bet number of bets made by the player for disbursement depending on a predetermined rank of the combination of the combination-making game if all cells with allocated symbols along a line so as to make a winning combination become effective after the predetermined number of lotteries are made with the matrix~~.

21. (New) The gaming machine according to claim 17, wherein:

      the square matrix includes five rows and five columns;

      the symbol is selected from a deck of playing cards; and

      the winning combination is determined in a poker game.

22. (New) The gaming machine according to claim 17,

      wherein the symbol is selected from a set of mahjong tiles.

23. (New) The gaming machine according to claim 17, wherein the cell shift unit includes:

      an outer peripheral cell shift portion for shifting each symbol of the outer peripheral group of cells, in response to pressing of a first switch;

      an inner cell shift portion for shifting each symbol of an inner group of cells from an inner original cell position to an inner adjacent cell position, in response to pressing of a second switch.

24. (New) The gaming machine according to claim 17, wherein the symbol allocation unit allocates the predetermined symbols so as to allocate at least one winning combination of symbols to the cells forming at least one line, and to allocate other symbols to other cells.

25. (New) The gaming machine according to claim 17, further comprising:

      a valid line determination unit for determining a number and locations of lines of the cells, with respect to which disbursement of game media may be carried out if all cells aligned therein become effective.

26. (New) The gaming machine according to claim 17, further comprising:

      a prior cell effective unit for making at least one of the cells of the matrix effective based on an effective cell lottery.

27. (New) The gaming machine according to claim 17, wherein the disbursement

unit includes a disbursement calculation portion for calculating an amount of disbursement depending on a bet amount made by the player and a predetermined rank of the winning combination.